

(2)

SECRET/NOFORN-SKEET CHANNELS ONLY

PROJECT SUN STREAK (U)WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

CRV Session Procedures Report (S/NF/SK)

Control Number	:	'I-2'
Date of Session	:	10Dec86
Date of Report	:	10Dec86
Session Number	:	CRV-01
Source Identifier	:	RV-003

099  
1324  
1442

1. (S/NF/SK) Tasking: See attached tasking data sheet. No other instructions provided.
2. (S/NF/SK) Session: In monitor's opinion, session went well, i.e., good structure, etc. However, source experienced a great deal of self doubt/lack of confidence with regard to whether or not he was "on to" the correct site.
3. (S/NF/SK) Summary: Site involves a wide, open area and what may be a blockhouse. From this area, what seems to be a test is conducted. A person at the site is fairly satisfied with the results of the test, but anticipates minor equipment changes. (AOL's: 'MIRV' and 'Space Shuttle').
4. (S/NF/SK) Feedback: During session break, source was informed that the ops officer had expressed no negative feedback to the monitor.

SG1J



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CLASSIFIED BY: DIA-DT  
DECLASSIFY : OADR

**SG1A**

**Approved For Release 2000/08/08 : CIA-RDP96-00789R002000300001-6**

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Paul  
10 Dec 86  
Ft. Meade, MD  
ED  
1324

127400

310085

A. ocean  
flat  
low  
B. low

H. along  
ridge  
when  
when  
when

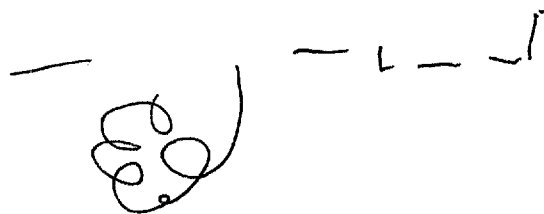
SOLD

B. C. R. T. S.

A.

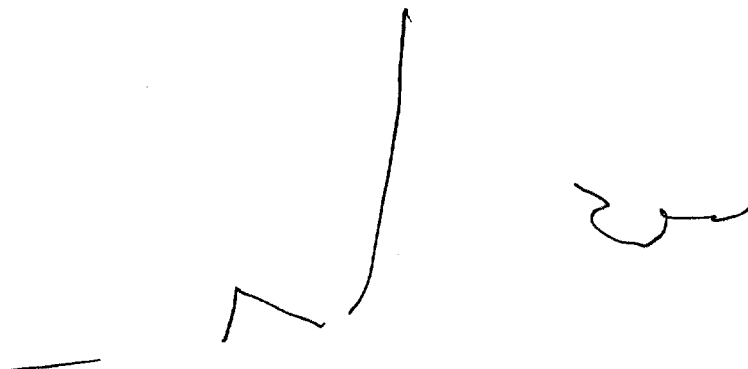
confusion break

127400  
310085



cupping break

127400  
310085



A. acc  
flat  
rad  
B. land

A. ~~apacer~~  
apacer  
argh  
dmg  
slid  
B. structure

A. VIBS UP  
slid

B.

A. moving around  
slid

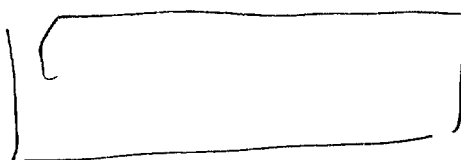
B. structure

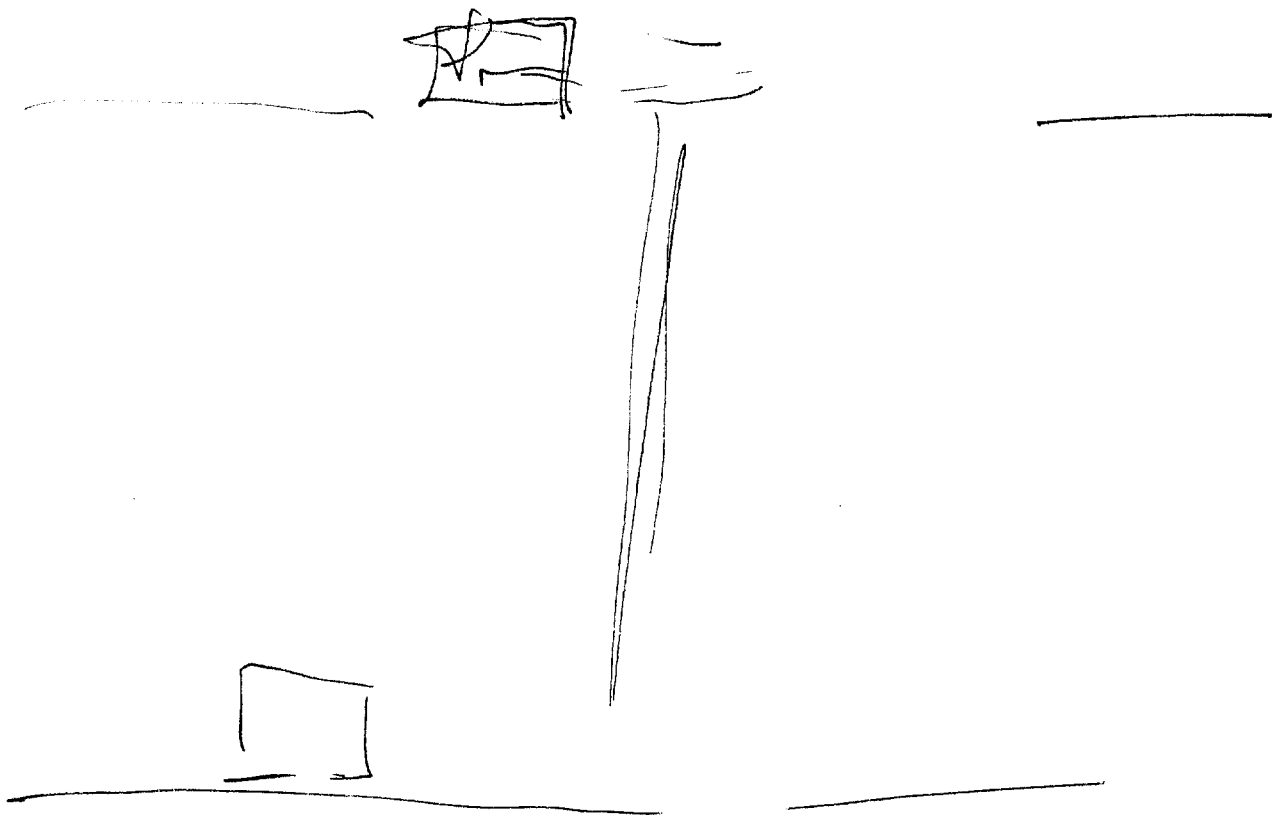
green  
 silvery  
 smooth  
 cool  
 hot  
 orange  
 bright

white  
 brown  
 green  
 hard  
 multi  
 small

flat  
 open  
 low  
 solid

to be  
 interesting





1/2 Blk  
chills  
height



S 2

D

A2

E 1

T

I

AOL

H/s

Cylindrical  
round

Smooth

long

red

shiny

high

object

enclosed

enclosing

landscape

empty

desert  
like

flat  
valleys

far away  
with

body

Sz D A2 EI T I for ABC

bleak  
austere

clean  
swelling  
in

Vertical

vertical  
of  
distant  
S.W.

Shiny  
glinting

Vertical

Sharp  
prismatic  
Smell

A2 B11  
wakes my  
eye water

1, 1/2  
armour  
Hydroxi

motion

Sz

D

A2

E2

T

I

AsL

Ms

Ar Bx  
'object'

yellow

waviness  
Vier

like  
heat  
waves

red

rounded  
curvy

black

dusty  
smell

A2 Bk  
clipping

green  
Spectrum  
wind

white  
pool  
green

black

starts

low  
flat  
solid

walk

Cool

inside

utilitarian  
official  
functional

S412 no unnecessary frills

blue  
red

phone  
cable

black

lights  
instrument

assembly

person

statistics

S416 satisfied tests have gone as planned  
satisfactory, but low key

Observer  
Object  
emulations?

glau  
width  
person

Structure

Observer  
at/vibants  
emulations?

methodical  
careful  
systematic  
repeated  
expectant  
experimental  
planned  
scheduled

Observer  
subjects  
emulations?  
occurrence  
event  
effects  
results  
apparatus?  
movement  
motion  
capacities  
reactions  
directions  
effectiveness  
parameters  
micro design  
criteria

observing  
topics  
innovations?  
protocols  
design modifications  
functioning

break

541k idea that some small but significant  
external/internal modification had been  
made to improve performance & were being  
observed to see if met expectations



Small part  
movement

Solid  
metal  
assembly

SUI

12

MS

A2 Bk  
chills

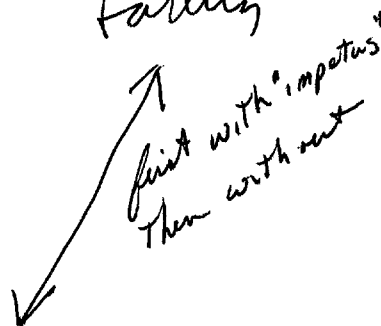
moving

smooth  
slide

fast

A1 Bk  
pleasant  
sensations

falling



5 4/2 is larger active, but passive  
orientation of actual object is larger  
important

object



5 4/2 "almost like" moving sideways or  
rearward - first from original direction -  
or even tumbling

moving  
down +  
up

SUI

13

52

D

A2

E2

T

I

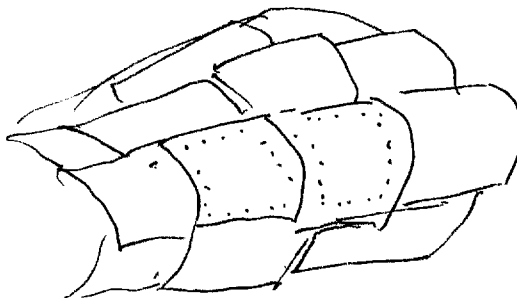
10L

#13

swing  
quiet

Sections

object



lots

like  
plates

metal

Still intended to come down at specific point  
eventually - long way away

fast

horizontal

around

bangs

skipping

rough  
solutions

SUI

64

Sz D A7 EZ T I ADL Als

ready

shaky

S

bright

guides  
down

slowly  
down

ADL BLK  
space shuttle  
in IRV

up  
drag  
net

rising

flashes  
bright

S412 like hot falling, but some support

moving  
forward

high  
overlooking

ADL BLK  
slight

54 1/2 some <sup>controlled</sup> of movement + direction, can  
lengthen or abbreviate length of time of movement,  
 but inevitably must come down.

Something can  
 lengthen or abbreviate  
 the length of time of movement  
 of "object" but the object must  
 inevitably come down.

As Bk  
 into  
 satellite

whistling

rushing

descending

54 1/2 notice change in thickness of air ✓

54 1/2 see that objective is supposed to ✓  
 remain intact.

green  
 yellow

tan  
 ochre

bright  
 sunny

moving  
 flat

going  
 along  
 flat  
 weight

vibrations  
 rumble

As  
 black  
 strip  
 rays  
 past

SVI

16

below  
gray  
inside

light  
color

direct  
color  
small

not the  
space shuttle

Site involves wide open, austere area, w/ low solid structure w/  
bricks + person observing. Observer is observing experimental  
project + is satisfied that things have progressed according to  
plan. Design modifications are involved, + evaluation of parameter  
+ effects is being conducted. Project involves long,  
slim, smooth, cylindrical object. Rapid <sup>vertical</sup> movement  
for a long distance is involved, while at point becomes  
a falling down + around, followed by skipping, bumping,  
heat, shaking, whistling, <sup>controlled</sup> descending - not falling - which  
~~then~~ culminates at a predetermined location in another flat,  
austere area, w/ the object intact. Object seems to be  
hollow, enclosing something, + suggests the smell of the  
air inside an aircraft.

Strong AOR/AR/s of